COMMENTS: IN The LAND STAGES of Rebaxation checked out WenT some purce, Never GET TO SANCTUARY. AFTER Seemed LIKE A LONG Time I Remembered TARGET. Forced myself to 6. TARGET, FOCHUED THERE Auch. be AND Then Fores About TARGER ANA To where ever I was before. process Repeated 3 on 4 TIMES. FINALLY Abbe Locate And Lock on TARGET. Very TIREN by This Time. FRUSTRATED IN that I have WASTED PRIME VIEWING TIME AT SOME PLACE I CAN NOT Approved For Release 2002/11/18: CIA-RDP96-00789R002006669603-1 4 & 4 y



A ONE hour session MAYbe

ONLY The LANT 10 MININTES

WERE SPENT ON ASSIGNED

TARGET. INFORMATION FOLLOWS:

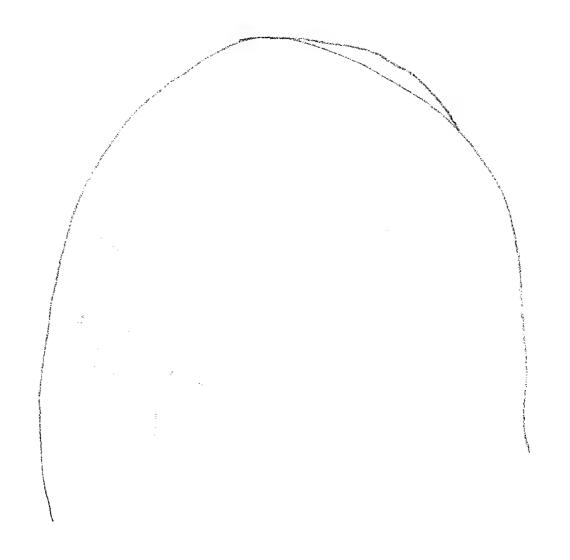
INSIDE A LARGE STRUCTURE. STRUCTURE HAS A SECONS FLOOR (1 st FLOOR Eyropeon) This FLOOR 15 NOT 94, TE A LOFT OR A SCAFFOLLING BUT IT IN NOT QUITE A FLOOR CITACR (NF1). THERE ALE SOME YOUNG MEN (LATE 205) ON THIS FLOOR. ERD De & CHOSS HAS AN UNDEL-GROUND FEELING TO IT. HUGE AND BARN LIKE LIGHTS FROM CRILING GROUPS OF MEN WORKING. ONE TABLE OR PIECE OF MACHINERY WHICH 

LOOKS LIKE A DRAFTING TABLE. ONE PART OF THIS FLOOR HAS A LONG Chean PINKISH THNNEL. FOR some Reason it is Like TYNNEL IS painted on A Large sheet of CANUAL or A MYRREL ON A WALL (NAI). BACK IN MAIN AREA I TRY To determine what Men ARE doing. I do Not PICK UP PRIMARY MISSIONS. Two Secondarys one Having Something to Do with Supplier AND one haring To WITH TRIANGLELATION. EARLIER I RECALL A METAL CHEVATOR OR LIFT, LIKE A PATER NOITRE LIFTING SOMETHING

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PINKISK THNNEL





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MetAL

